This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of claims:

1. (Currently Amended) A user interface system, said system comprising a plurality of logical buttons and their physical equivalents,

~~wherein~~ said physical equivalents being ~~are~~ arranged symmetrically in a multi-dimensional manner ~~suggesting that a functionality of the physical equivalents is logically interrelated and determinable from a physical layout of the physical equivalents~~, ~~and~~

~~wherein said physical equivalents map to a corresponding plurality of asymmetrical logical buttons, the asymmetrical logical buttons being logically unrelated to each other,~~

wherein a first subset of said physical equivalents is mapped to correspond to symmetrical logical buttons for either horizontal movement or vertical movement,

wherein a second subset of said physical equivalents is mapped to correspond to asymmetrical logical buttons having functionality unrelated to each other, and

wherein upon physical reorientation of the user interface system, each of said physical equivalents is remapped to another of the logical buttons.

2. (Original) The user interface system of claim 1 wherein a subset of the logical buttons and their physical equivalents are arranged on a horizontal axis (horizontally) and a subset of the logical buttons and their physical equivalents are arranged on a vertical axis (vertically).

3. (Original) The user interface system of claim 2 wherein:

said physical equivalents arranged horizontally correspond to logical buttons for horizontal movement; and

wherein said physical equivalents arranged vertically do not correspond to logical buttons for vertical movement.

4. (Original) The user interface system of claim 2 wherein:

said physical equivalents arranged vertically correspond to logical buttons for vertical movement; and

said physical equivalents arranged horizontally do not correspond to logical buttons for horizontal movement.

5. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a four-button diamond arrangement.

6. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise an eight-button compass arrangement.

7. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a D-Pad.

8. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise at least two pairs of physical buttons.

9. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise two buttons and a wheel.

10. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a rocking wheel.

11. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a super wheel.

12. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise two buttons and a dogbone.

13. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a rocking dogbone.

14. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a super dogbone.

15. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a plurality of discrete button pairs.

16. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a joystick.

17. (Original) The user interface system of claim 2 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a touchpad.

18. Cancelled.

19. (Currently Amended) A method for navigating an object comprising the utilization of a user interface system, said system comprising a plurality of logical buttons and their physical equivalents,

~~wherein~~ said physical equivalents being ~~are~~ arranged symmetrically in a multi-dimensional manner ~~suggesting that a functionality of the physical equivalents is logically interrelated and determinable from a physical layout of the physical equivalents~~, ~~and~~ the method comprising:

~~wherein said physical equivalents map to a corresponding plurality of asymmetrical logical buttons, the asymmetrical logical buttons being logically unrelated to each other~~

mapping a first subset of said physical equivalents to symmetrical logical buttons for either horizontal movement or vertical movement;

mapping a second subset of said physical equivalents to asymmetrical logical buttons having functionality logically unrelated to each other,

upon physical reorientation of the user interface system, remapping each of said physical equivalents to another of the logical buttons.

20. (Original) The method of claim 19 wherein a subset of the logical buttons and their physical equivalents are arranged on a horizontal axis (horizontally) and a subset of the

logical buttons and their physical equivalents are arranged on a vertical axis (vertically).

21. (Original) The method of claim 20 wherein:

said physical equivalents arranged horizontally correspond to logical buttons for horizontal movement; and

wherein said physical equivalents arranged vertically do not correspond to logical buttons for vertical movement.

22. (Original) The method of claim 20 wherein:

said physical equivalents arranged vertically correspond to logical buttons for vertical movement; and

said physical equivalents arranged horizontally do not correspond to logical buttons for horizontal movement.

23. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a four-button diamond arrangement.

24. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise an eight-button compass arrangement.

25. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a D-Pad.

26. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise at least two pairs of physical buttons.

27. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise two buttons and a wheel.

28. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a rocking wheel.

29. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a super wheel.

30. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise two buttons and a dogbone.

31. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a rocking dogbone.

32. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a super dogbone.

33. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a plurality of discrete button pairs.

34. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a joystick.

35. (Original) The method of claim 20 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a touchpad.

36. Cancelled.

37. (Currently Amended) A computer-readable medium having computer-readable instructions for navigating an object comprising the utilization of a user interface system, said system comprising a plurality of logical buttons and their physical equivalents,

~~wherein~~ said physical equivalents being ~~are~~ arranged symmetrically in a multi-dimensional manner ~~suggesting that a functionality of the physical equivalents is logically interrelated and determinable from a physical layout of the physical equivalents~~, ~~and~~ the instructions for performing the following:

~~wherein said physical equivalents map to a corresponding plurality of asymmetrical logical buttons, the asymmetrical logical buttons being logically unrelated to each other,~~

mapping a first subset of said physical equivalents to symmetrical logical buttons for either horizontal movement or vertical movement;

mapping a second subset of said physical equivalents to asymmetrical logical buttons having functionality unrelated to each other; and

upon physical reorientation of the user interface system, remapping each of said physical equivalents to another of the logical buttons.

38. (Original) The computer-readable medium of claim 36 wherein a subset of the logical buttons and their physical equivalents are arranged on a horizontal axis (horizontally) and a subset of the logical buttons and their physical equivalents are arranged on a vertical axis (vertically).

39. (Original) The computer-readable medium of claim 38 wherein:

said physical equivalents arranged horizontally correspond to logical buttons for horizontal movement; and

wherein said physical equivalents arranged vertically do not correspond to logical buttons for vertical movement.

40. (Original) The computer-readable medium of claim 38 wherein:

said physical equivalents arranged vertically correspond to logical buttons for vertical movement; and

said physical equivalents arranged horizontally do not correspond to logical buttons for horizontal movement.

41. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a four-button diamond arrangement.

42. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise an eight-button compass arrangement.

43. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a D-Pad.

44. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise at least two pairs of physical buttons.

45. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise two buttons and a wheel.

46. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a rocking wheel.

47. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a super wheel.

48. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise two buttons and a dogbone.

49. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a rocking dogbone.

50. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a super dogbone.

51. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a plurality of discrete button pairs.

52. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a joystick.

53. (Original) The computer-readable medium of claim 38 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a touchpad.

54. Cancelled.

55. (Currently Amended) A hardware control device for navigating an object comprising ~~the utilization of~~ a user interface system, said system comprising a plurality of logical buttons and their physical equivalents,

~~wherein~~ said physical equivalents being ~~are~~ arranged symmetrically in a multi-dimensional manner ~~suggesting that a functionality of the physical equivalents is logically interrelated and determinable from a physical layout of the physical equivalents~~, said physical equivalents comprising a four-button diamond arrangement, ~~and~~

~~wherein said physical equivalents map to a corresponding plurality of asymmetrical logical buttons, the asymmetrical logical buttons being logically unrelated to each other~~

wherein a first subset of said physical equivalents is mapped to correspond to symmetrical logical buttons for either horizontal movement or vertical movement,

wherein a second subset of said physical equivalents is mapped to correspond to asymmetrical logical buttons having functionality unrelated to each other, and

wherein upon physical reorientation of the user interface system, each of said physical equivalents is remapped to another of the logical buttons.

56. (Original) The hardware control device of claim 55 wherein a subset of the logical buttons and their physical equivalents are arranged on a horizontal axis (horizontally) and a subset of the logical buttons and their physical equivalents are arranged on a vertical axis (vertically).

57. (Original) The hardware control device of claim 56 wherein:

said physical equivalents arranged horizontally correspond to logical buttons for horizontal movement; and

wherein said physical equivalents arranged vertically do not correspond to logical buttons for vertical movement.

58. (Original) The hardware control device of claim 56 wherein:

said physical equivalents arranged vertically correspond to logical buttons for vertical movement; and

said physical equivalents arranged horizontally do not correspond to logical buttons for horizontal movement.

59. (Cancelled)

60. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise an eight-button compass arrangement.

61. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a D-Pad.

62. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise at least two pairs of physical buttons.

63. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise two buttons and a wheel.

64. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a rocking wheel.

65. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a super wheel.

66. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise two buttons and a dogbone.

67. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a rocking dogbone.

68. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a super dogbone.

69. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a plurality of discrete button pairs.

70. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a joystick.

71. (Original) The hardware control device of claim 56 wherein, in regard to the plurality of logical buttons and their physical equivalents, the physical equivalents comprise a touchpad.

72. Cancelled.

73. (Currently Amended) A hardware control device, said device comprising a plurality of logical buttons and their physical equivalents,

said device comprising a means by which a plurality of symmetrical physical equivalents arranged in a multi-dimensional manner ~~suggesting that a functionality of the physical equivalents is logically interrelated and determinable from a physical layout of the physical equivalents,~~ are mapped to a corresponding plurality of asymmetrical logical buttons, said asymmetrical logical buttons being logically unrelated to each other,

wherein a first subset of said physical equivalents is mapped to correspond to symmetrical logical buttons for either horizontal movement or vertical movement,

wherein a second subset of said physical equivalents is mapped to correspond to asymmetrical logical buttons having functionality unrelated to each other, and

wherein upon physical reorientation of the user interface system, each of said physical equivalents is remapped to another of the logical buttons.